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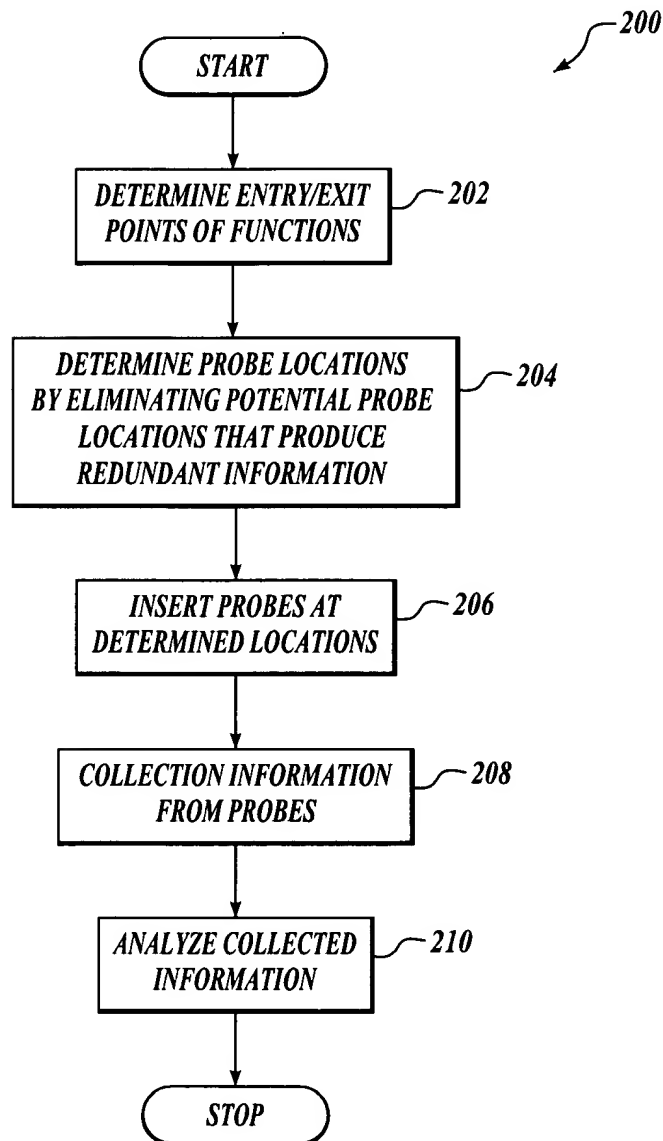


FIG. 2

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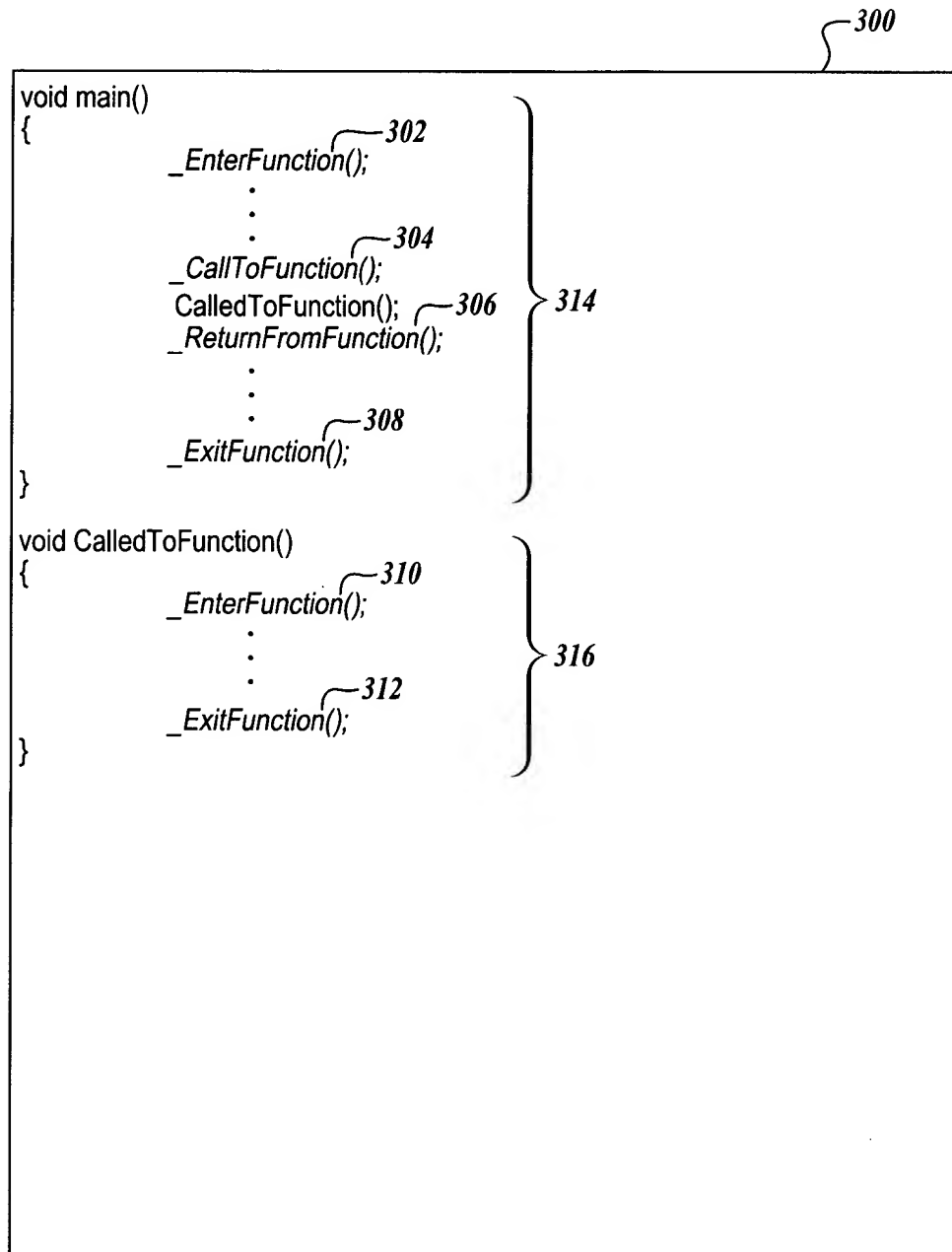


FIG. 3

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```
void main()
{
    :
    :
    call Function1();      416
    _ReturnFromFunction();
    :
    :
}

void Function1()
{
    :
    :
    _CallToFunction();    412
    jump to Function2();  406
}

void Function2()
{
    :
    :
    return;               410
    // this returns to main(), not to Function1()
}
```

Diagram illustrating the call flow and return paths between functions:

- main() (402)**: Contains a call to `Function1()` (416) and a return path (414).
- Function1() (404)**: Contains a call to `Function2()` (412) and a jump to `Function2()` (406).
- Function2() (408)**: Contains a return statement (410) that returns to `main()`.

FIG. 4

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```
void main() 510
{
    _EnterFunction();
    try
    {
        .
        .
        throw() 506
        .
        .
    } 502
    catch
    {
        _EnterFunction() 512
        .
        .
        _ExitFunction() 514
    }
    _ExitFunction();
}
```

Diagram illustrating the structure of the `main` function (510) and its associated instrumentation blocks (502, 504, 506, 508).

The function `main` (510) contains a `try` block (502) and a `catch` block (504). The `try` block (502) contains a `throw()` statement (506). The `catch` block (504) contains an `_ExitFunction()` statement (514). The `try` block (502) is associated with the `_EnterFunction()` statement (512). The `catch` block (504) is associated with the `_ExitFunction()` statement (514). The `try` block (502) and the `catch` block (504) are grouped together by a bracket labeled 508.

FIG. 5